

## Abstract

5 A graphics computer programming language, called the BDT Language, is disclosed for  
the description of three-dimensional objects and real-time interactions among them in a  
three-dimensional space. The BDT Language consists of a User Level Command Script and a  
corresponding Language Level Program Code. The User Level Command Script consists of  
command lines each having a mnemonical name followed by a list of arguments. The  
10 Language Level Program Code consists of a corresponding number of program lines each  
having an operation code for the command followed by a list of arguments. The Language  
Level Program Code is further compressed into a BDT File for efficient storage and  
download for viewing by a client user with a Web Browser. A BDT Interpreter is also  
devised to parse the BDT File into instructions for a separate display Engine for final  
rendition into the originally created set of three-dimensional objects.